

Moving a Molecule

Rotating the molecule is quite straightforward. Simply drag (move the mouse with the left button held down) the mouse around the molecule view window. If the mouse is still moving when you release the button, the molecule will continue to spin on its own.

This allows you to change 2 of the 3 angles necessary to define a unique viewing angle. A slider labeled ψ is provided in the Render Control panel to vary the 3rd angle. A slider labelled D is also provided to vary the distance between you and the molecule (zooming in and out).

Continuous rotation takes quite a bit of system time, so be sure to stop the molecule rotation when you aren't using it (just click in the molecule viewing window without moving the mouse). The MolViewer icon will also animate if the molecule is rotating. That way you won't forget if the app is hidden.